

AGE OF PLAGUE

AFTER THE APOCALYPSE



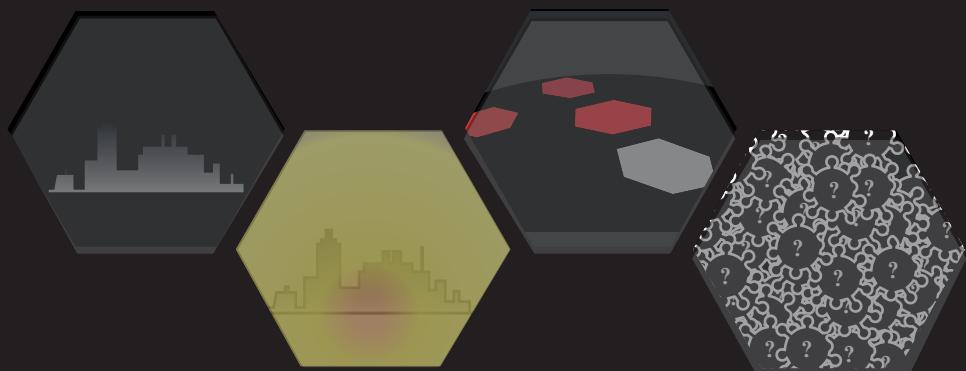


WORLDVIEW

In the near future, a nuclear war broke out on the earth. Within hours, the whole planet became hell. Most of the land was consumed by flames. The sky was covered with fallout. And billions of people died for the war.

Fortunately, a few survived. Countries no longer existed. Instead, city-states took over the rule work on the scale of city. The level of technology was much lower than that before the nuclear war. Despite dangerous, the wasteland could provide some resources. While the worst thing was that the whole ecosystem was severely influenced by radiation. Mutated organisms might carry fatal viruses and germs that humans had never met before.

In the post-apocalyptic world, the player plays the role of the governor of a city-state. The top priority is to fight against the epidemic and protect the city. For easy management, the land is divided into hexagonal tiles. Citizens can work on the tiles and harvest resources. Use the resources to develop new technologies, build constructions, and train units to protect people from deaths. Meanwhile, with specific technologies acquired, the player can make use of the bio-weapon to attack other cities to expand territorial and plunder resources. So begins a new age of plague...





DEFENSE

The player plays as a governor of a city at the beginning of a game. Offered a specific deck, the objective is to protect the city from the epidemic and keep as many citizens as possible alive with the cards.

The city consists of a number of tiles. Citizens live on the tiles, who work for the city and are protected by the governor. Every turn, a certain number of power points is offered. The player has several cards as the initial hand. At the cost of two power points, the player can draw a card from the deck. This is regarded as the process of designing constructions, developing technologies, and training units.

Each card is played by a cost of certain power points. The power plant generates power for the cost of playing cards. The scale of power generation (the maximum power points the player can use to play cards) can be increased by some cards. This is regarded as the process of building constructions, using technologies, and recruiting units.

When the plague arrives at the land of the city, citizens have a certain probability of dying. So the player should use cards to fight against the epidemic. Each turn, the player play cards to cut the spread of viruses, control the population flow, treat the patients, etc.. It should be noted that different decks have different characteristics. The player is required to be familiar with the deck, come up with a smart strategy, and make full use of the cards.

CARDS

All of the recruitments and sending of medical personals, constructing, or special instructions could be laid down by playing the corresponding cards.

10 cards would be given to the player at the beginning of each level. The cards one possessed would be demonstrated in the inventory bar beneath the game map

To give out orders, the player could simply choose the card he or she wants to play. As long as the status of the game satisfies the requirements of the cards (will be demonstrated on the cards), the player could play them. If the card doesn't require a specific tile to apply to, the player just needs to play the card. Otherwise, the hexagon under the cursor will be highlighted, prompting the player to select the hex/tile.

basic

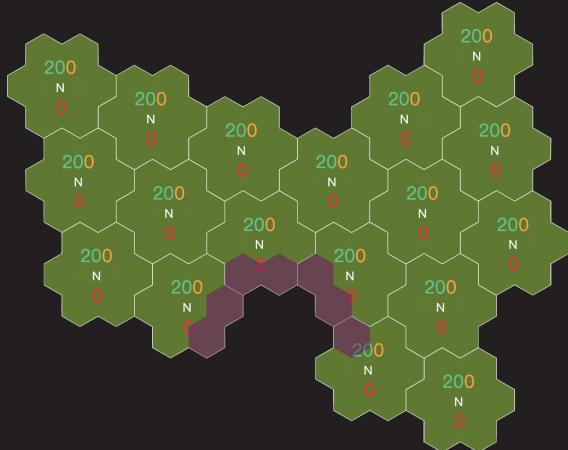


special



CITIES

Atlanta



Atlanta is a city with plain terrain and a temperate climate, which is easily attacked by viruses.

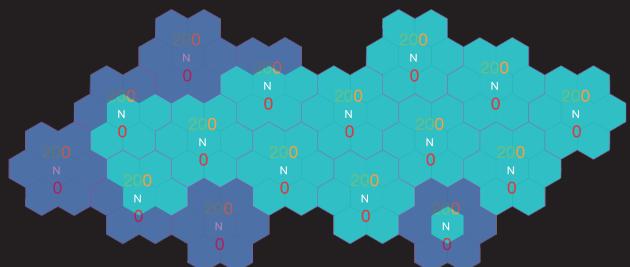
Fortunately, people find some nano-virus technologies from a virus research institute before the nuclear war.

With special programs, the nano-virus can kill some microorganisms, including viruses. But it's very unstable.

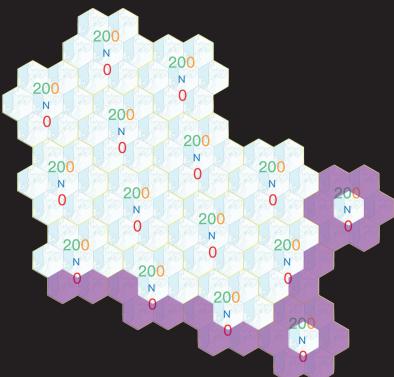
Before the devastating war, Amber was a "Tech City" whose citizens were mainly made up of researchers and scholars.

Fortunately, Amber didn't take much damage in the war. Therefore, it kept many cutting-edge technologies and later became the most populated area in the world. To make up for the labor loss during the war, Amber developed a mature system of cloning.

Amber



St.Petersburg



St.Petersburg is the northernmost city with a population over 50,000. The climate here is extremely cold and dry.

The resources that can be harvested from land are very limited. Therefore, people create a weather control system to adapt to the environment.



LEVELS

Tutorials

Introduction to the basic and practice.



City1: Atlanta



City3: St.Petersburg

City2: Amber



Endeless

Infinite possible rounds, all cards available.



CONCEPT DIAGRAM

Marketing

Target audience: TCG enthusiasts.

Platform: Google chrome or Firefox.

Competitors: games from other groups.

High Concept

Fast-paced **trading card game** organized around the spread of viruses and related defense.

Art

Trade cards: skilfully drawn covers.

Game interface: intuitive design adopted.

Gameplay

First minute: the player has access to all the levels from the start. However, it's suggest to play the tutorial levels and get familiar with important concepts in the game.

Gameflow: accumulate resource (power points) and play cards.

Victory condition: For normal levels, living population should be no less than the objective. For the endless mode, victory never comes...

Technical Aspects

The game is written mainly in elm and take advantage of the elm runtime architecture, with CSS for styling and JavaScript for handling sound effects.